

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Suit quality, vulnerability are both factors
Fairly sound style
Jump cue=mixed
Jump raise=weak
New suit=NF constructive
Jump to new suit= good invite
With a real forcing hand, cue and then bid new suit, but generally cue shows 3+ card support
Reopening overcalls are lighter style
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Systems on over all Int overcalls
2 <sup>nd</sup> seat=15-18 w/ stopper
4 <sup>th</sup> seat=still 15-18
Balancing=11-16
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Style: Weak, NV; Intermediate VUL
Responses: New suit forcing VUL
Unusual 2nt shows 2 lowest
Reopen: Shows an intermediate hand (12+-15) good 6 card suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2♦ = majors, (1M)-2M = other major and 1 minor.
(1m)-3m = NAT, not pre-emptive, (1M)-3M asks stopper
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
VS all NT's
2♣=majors (2♦ asks for better)
2♦=1 major (2N asks, 2/3M = P/C, 4♣ asks transfer to suit).
After X, XX asks
2M=natural + a minor
X=penalty
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels shows minor bid and other major.
(2M) 4M=strong hand with minors (2M) 4nt=weaker minors
(3h) 4h=Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS strong 1♣ openings, x shows majors, 1nt shows minors.
<b>Also applies over strong 1♣ p 1♦ (0-7 or the like)</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M (x) 3M-1=mixed raise, transfers;
1x (x) 2nt=lim+ in x, 1x (x) xx creates a
force over advancer's direct bid below game

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> ; may lead 2 <sup>nd</sup> from weak suit, high from doubleton	Same. Likely to lead high from xxx(x) if raised	
NT	4 <sup>th</sup> ; may lead 2 <sup>nd</sup> from weak suit, high from doubleton	Same, low from xxx if unsupported	
Subseq	ATT in middle of hand		
Other: VS Suits			
We split second highest in front of declarer, highest in front of dummy			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK.. or Ax	AKx(x)	
King	KQ...	KQx (x) or AKJT	
Queen	QJ...	QJ...	
Jack	J10... or KJT	J10... or KJT or AJT	
10	109... or QT9 or KT9	109... or A/K/QT9	
9	9x	98...	
Hi-X	2 <sup>nd</sup> from 3+ w/o honor or high from doubleton	Denies interest usually	
Lo-X	4 <sup>th</sup> best	Shows interest usually	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	att	count	att
Suit 2	SP	SP	Count or SP
3	count		
1	att	Smith	att
NT 2	count	count	Count or SP
3		SP	
Signals (including Trumps):			
UDCA, but STD at trick 1 vs suit; trump suit preference,			
Vs. NT: Smith echo (high = like suit led)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Most low level doubles are t/o			
Responses: Cuebid is F1			
Reopening can be lighter			
NT doubles tend to be penalty			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive doubles thru all, Negative doubles thru all, Maximal doubles			
Support doubles thru below 2M and support RDBLS, Snapdragon doubles,			
(1x) 1y (x) xx =doubleton y, competitive hand			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: USBF</b>
<b>PLAYERS: Kevin Bathurst, Joe Grue, John Hurd, Chip Martel, Marty Fleisher, Brad Moss</b>
EVENT Open World Bridge Games
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF, 5 card majors, 1M-1n=forcing
Int opening= 14+-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1M-(DBL)-3M-1 = mixed
3N opening = Solid Major
(1♣)-2♦ = majors
<b>SPECIAL FORCING PASS SEQUENCES</b>
IMPORTANT NOTES
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Bob Hamman – Chip Martel			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	all	4144 we open 1♦, other 4-4 minors could open either. 3-3 minors we open 1♣	1♦=could be 3, various hands, 1n=8-10, 2n=13-15, 3n=16-18, 2♣= NAT GF, 2♦ = limit raise, F2N 3♣ = mixed	4 <sup>th</sup> suit GF 2 way checkback Often bypass 4 card major to rebid 1nt	
1♦		3	all		2♦=NAT GF, 2♦ =limit raise, F2N; 3♦ = mixed, 1♦-3♣=natural invite	Transfers after 2N rebid	
1♥		5	all		1nt F1, 2M=constructive (7+-10), 2N=Jacoby, 3M=weak, 2-way splinters	2-way check back after 1♥-1S-1N	Reverse One way Drury
1♠		5	all		Same, and 1♥-1♠ = usually 5		
INT			3 level	14+-17	2♠= range ask or clubs; 2n=puppet Stayman; 3♣=♦'s 3♦= 5-5 majors; 3M = (1-3)-(5-4) (3♦ shows good hand over 3M) Texas, Gerber, Stayman, Transfers	1N-2♣-2♦-2♥ =garbage stayman 1N-2♣-2♦-2♠ = unbalanced invite with 5 spades. 1N-2♦-2♥-2♠= hearts + minor, FG	Lebensohl (Fast denies) Generally doubles are negative and/or values
2♣	x			Strong, ART	2♦=waiting, 2M,3m = natural loser minor suit, 3R= 1-loser H/S.	2♣-2♦-2M or 3♣ then cheapest minor=2nd neg 2♣-2♦-3M= 4 + long diamonds.	
2♦		Prob. 6		Pre-emptive 5-10, uses vul	2N asks; 2M/3♣ = to play; 3♦ = slam try in a major.	2♦-2N: 3♣= 5/4 min; 3♦ = 6 Hearts;	
2♥		Prob. 6		Pre-emptive 5-10, uses vul	For both, new major forcing, and 2N asks	3♣=bad/bad or good/good (3♦ asks) 3♦=bad suit and good hand	2M (x) new suit is assumed to be lead director with some support for the opened suit
2♠		Prob. 6		Pre-emptive 5-10, uses vul		3M=good suit/bad hand; 3 other M= natural	
2NT					Stayman, jacoby, 3♠ = minors, 4♣= diamonds, 4R = texas, slam try	3♠-3N-4♣= 13(54), 4♦ = 31(54), 4M=5-5.	Systems on over x/3♣
3♣		6		Pre-emptive	4♦ = optional RKC; New suit forcing vul	HIGH LEVEL BIDDING	
3♦		Prob. 7		Pre-emptive	Over 3♦/3M: New suit forcing vul;	03/14 keycard for last bid suit, also kickback, or exclusion	
3♥		Prob. 7		Pre-emptive	4♣ = optional RKC	5nt is pick a slam if keycard hasn't yet been bid, or after a keycard response, it asks for specific kings. Non serious 3nt over 3M in some situations.	
3♠		Prob. 7		Pre-emptive		Cheapest non trump suit bid/ 5m keycard response asks for Q trump, responder bids trump suit cheaply to deny it, or new suit= Q trump + K new suit.	
3NT	x			Pre-emptive, solid 7-8 card major, no outside A	4♣ asks transfer, 4♦ = slam try; 4♥ = P/C		
4NT				Blackwood for aces			